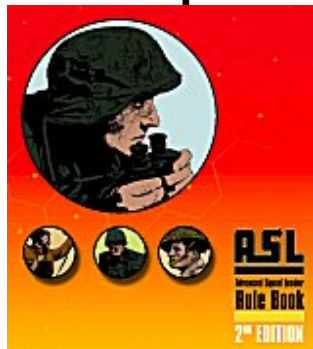


CROSSFIRE

Volume 1 Number 1

2002

AGS Report from HQ - Bruce Probst



Another year of ASL is upon us. CANCON 2002 was not one of our shining moments, from what I've heard, but I still wish I could have been there (not that I would have improved our standing!). Still it just goes to prove that we need to play more ASL, and the way to do that is for more of us to turn up at our monthly meetings!

Remember that ANZACON will soon be upon us. Neil Andrews is organising it this year. Unlike prior years ANZACON will be held at our meeting site, namely the Ashburton Library. This facility offers better features than the Scout Hall at a cheaper price. If you want to inflict some revenge on those scoundrels from other states (and countries!) then you need to attend! Grand Poobah signing off.

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AGS Staff Officer's Report - Neil Andrews

November Gathering

The November gathering has come and gone. 8 players and a couple of observers, including Chris Harding with a few copies of the newly-revived Crossfire Newsletter (Great work Chris and Joe) assembled for some ASL action this month

Commando Schenke

Neil Andrews (Soviet Union) Vs Phil Sommerville (Germany)

This was the conclusion of a long delayed game that we had originally started some two months ago. The Soviets had pulled back almost all of their forces back in to the victory building locations with a couple of flankers to stop a bum's rush at the victory building from all sides. Then Phil launched a three-pronged thrust at our defence. Initially two of the thrusts were stymied, but the third, a 838 duo with a FT and a DC, established themselves in the building.

The Soviets never had enough firepower to evict them. So my tactics revolved around hiding far away from the man with the big match, namely the flamethrower. I had setup a strong point in the back with the MMG and the two leaders, one of whom was a Commissar. This force provided enough FP to deny the Germans a stronger foothold until late in the game. Another two 838's, one with the other FT, came up against my mini death-star in the corner. A couple of good rolls on my behalf and they were brokies just waiting to surrender. A hero with a DC was launched as a last attempt to break up the death star and

allow other units to be freed up for further movement. But I had the last say here 34fp -3 rolled snakes. German hero - RIP

After that Phil conceded. And in this scenario I have to admit to another personal highlight. CC a 447 Vs a 467 and 247 H/S rolled snakes and created a 7-0 leader, won the CC and withdrew to another location. OK you say what's the highlight there? Well it was my turn next. After a wind change roll, I had one unit to self-rally. Snakes again and another leader. OK he was a 6+1. But a leader is a leader. And two brand-new leaders in a row is not something to sneeze at IMO. These two and their few MMC's managed keep a few of the Germans occupied that could have been better utilised in the attack on the victory building

Friday the 13th

Andrew Millar (German) Vs Joe Moro (Soviet Union)

These two decided on one of the newer MMP scenarios from J3. I can't say that I saw all of the action. But the series of shouts one way and the other from the players seemed to indicate that they were having fun. I was sort of involved in the post-game wrap up. It seemed that the game was all over fairly early on. The Germans went a little mad with the dice, 4 snakes in one turn, and most of the Soviet line was broken up. Coupled with the .50 cal going Burton on its second shot, and the ATG being in what turned out to be a less than optimal position, the Soviets were up against it in the end. And when the ATG was overrun by a TD and then the overrun protection die roll was a 10. Just more bad news for the crew and the end of any Soviet chance. Win to the Fallschirmpanzerdivision 1 Hermann Goering

Police Lines

Bruce Probst (German) Vs Andrew Rogers (Soviet Union)

Gordan Stokes (German) Vs Geoff Morris (Soviet Union)

Now before you get all confused and look up all your piles and piles of scenarios looking for this little gem, you won't find it. This is a new scenario, designed by Geoff for our collective enjoyment. After all you can never have enough scenarios - I know, I have some 2000-odd of them. Now we had been told before these two groups of protagonists sat down to this, that so far the scenario is totally balanced. Played twice, one win each. What better stats can you get for a scenario. But after these results, I have to say sorry Geoff, it's an unbalanced dog, a woofer. The Soviets won both encounters. Which is basically SS 447's backed by 2 ATG's trying to stop part of the Soviet Operation Bagration advance. Guard Rifle infantry with a few SU 76's and a SU 122. I can't detail much of the action. I know that Andrew human waved his Soviets forward, which contributed to Bruce's loss.

Meanwhile the Soviets of Geoff just ground their way forward. But in the end, he only exited one more EVP than he needed for the win. It was very close. But as you can see, with two Soviet wins it is an pro-Soviet obvious dog ☺. Keep up the great work Geoff. It's hard work making your own scenarios. And anyone that has a go, is surely worthy of praise.

Now I hope that this little epic has inspired. If you are in the Melbourne area on any first Friday of the month, come along and join us. You won't be disappointed.

December Get Together

Neil Andrews, Bruce Probst and Geoff Morris

The last AGS gathering of the year was a spirited affair involving 8 players having fun. And all playing exactly the same scenario. And the thing was that the results came out almost exactly the same way in the end. Three wins to one side and a incomplete game.

The scenario was another in a continuing series in the ASL Journal, depicting the actions of the Fallschirmpanzerdivision 1 Hermann Goering. Or for those who are not to familiar with the mega nouns used in the German language. The 1st Parachute Armoured Division Herman Goering. An elite Luftwaffe ground division who served mainly on the Italian and Eastern Fronts. God only knows why the Germans (read Hitler and Fat Hermann) seemed to feel the need to create a Luftwaffe Panzer division, outside the normal structure of the more traditional das Heeres (the Army) or for even that matter the Waffen Schutzstaffeln (Waffen SS). But they did. And it was not a bad formation either. They certainly held up their end in the defensive battles fought on the Eastern front and in the mountains of Italy. Anyway, we were off to the end in Eastern Europe. German East Prussia, and by now the war has almost gone full circle. The Germans are defending their territory. It would be the....

High Tide at Heiligenbeil.

Andrew Rogers Vs Neil Andrews By Neil Andrews

As the defender I decided that the best option open to the Germans was to basically put all the German eggs in one basket. Almost all of the German defenders went into the 45J3 building. A couple of half squads and squads went into the woods and buildings to the north and south of this building. The leIG 18 75 Infantry gun went into the 45J4 location. The StuG went into the orchards in K7 and the 37mm AA went next to it in 45K8. This was to provide both anti-aircraft and anti-armour protection. Now IMO one important consideration was to set up so as not to offer the Soviets a decent chance to do a human wave on the first turn. Or if they do then you make sure they pay for it

Well that was the plan. And as someone far smarter than me said, "No plan survives meeting the enemy" or words to that effect. Anyway, my plan revolved around doing some harm to the Soviets at some point in time. But when that does not happen until turn 4, I think my plan was well and truly stuffed. In fact I think that the Soviets could have danced down the middle of the road and I would not have hurt them in any significant way. By the end of turn 4 I had managed to get a crew of one of the SU's to fail a MC and become stunned, and I pinned two squads. That's it !!!! Meanwhile nothing I had was capable of passing a pin check let alone a half-decent morale check. My forces would break left and right

A good example was the saga of the StuG and the SU's. The Soviets only have 2 leaders. The opportunity to hit the 8-0 and 2 squads who were sitting out in the open was a chance I was willing to take. They were three hexes away in 45L9, behind the wall. I decided that it would not be a huge risk to attempt an overrun. One of the squads had an ATR, but I didn't worry much about that.

So off for the overrun. The net result was a 1MC, which the Soviets passed with no problems at all. The StuG ended up in motion in 45M10 with the intention of returning to the front of the victory building on the next turn. But the Soviets moved two of the SU's up to counter this, one in front and one in the rear. The StuG took a shot at the one in front, being in motion it missed. A H/S that was in position to take a shot with a 'faust at the one behind rolled a 6 to see if he had one and pinned. So I decided against my better judgement to reveal the AAG and take a shot at the rear SU. This was hull down behind a wall in L9, facing a vulnerable StuG. The 37mm took its first shot, a beautiful turret hit with ROF. The resolution was 12 – a dud. Grr. The next shot was another great turret hit. This time the result was 11. Still with rate I fired again, hit the wall. But I still had rate. Fired again, hit the wall again. Ran out of rate at this stage, so I was desperate enough to use intensive fire. The shot of course malfed the gun, but it still managed to hit in the turret. But the resolution was only enough to cause a possible shock. My worthy opponent rolled a 3 to pass that with ease. The StuG died in the next turn.

The end of turn 4 saw a lift in my position. A series of very lucky rallies led to the 9-1 and 2 squads, one of whom was hanging on to the HMG, getting better on the 2nd floor in hex 45I5. One of them even got so better a little hero friend came to join them. The subsequent prep fire saw 2 Soviet squads falling to HMG point blank fire, and several more nearby failing morale checks. Things were on the up and up. But a phase later it was all over. An SU that had moved around the back of the victory building fired 6 times with ROF in the next final fire phase without pause. And if my memory serves, the highest resolution roll in that ROF feast was about 6. The forces in the back of the building were shattered. In fact the SU could have still been firing but ran out of targets. I conceded.

Bruce Probst Vs Joe Moro By Bruce Probst

I played "High Tide At Heiligenbeil" (J27) against Joe. We diced for sides and I got the Russians. Unfortunately Joe setup his best asset, the StuG, too far forward and I was able to destroy it on my first turn Prep Fire from a hail of shots from my several Su-76s.

I followed this up with a Human Wave that, although it didn't do much damage, got my troops a fair way of the distance they needed to travel. Clearly, the Germans need to set up further back for optimum success in this scenario. Joe's AA gun did some damage with seemingly unlimited ROF, but overall my progress was steady. The arrival of my FBs on turn 3 swung the balance -- in both directions! Twice they made mistaken attacks, in one case killing a Russian squad. However, both of them kept control long enough for me to drop their bombs very effectively, reducing the AA gun location to a shellhole and rubbing a building. This, and the malfunctioning of the 75 INF gun, pretty much opened the door wide for my troops to storm into the victory building. It was still a tough fight tracking down the last couple of German squads, and it came down to the last turn, but overall sheer weight of numbers pulled off a (well-deserved- eds.) Russian victory.

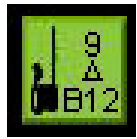
January Get Together

Now this was a whole heap different than a normal group gathering. First of all due to things like public holidays and the like, it was not held on the first Friday of the month, but on the second. And it was only a couple of weeks before CANCON 2002. This is the largest gathering of gamers in the country, and ASL's unofficial national championships. The ASL tournament director, Eric Topp (from Canberra), provided the list of scenarios to be played. So while Bruce and Geoff Morris sat down to play "Tretten in Flames" which was one of the scenarios on offer, six of us gathered around the 5 scenario cards and map boards and discussed various setups and potential tactics for the upcoming tournament.

Now while I prefer not to know what the scenarios are before the tournament commences, I think everyone benefited from having a look at the scenarios that were going to be played. At least it gave us some idea about the potential strengths and weaknesses of each scenario. And having a look at them as a little group, is better than trying to work out all the little nuances on your lonesome. But in the end I think our opponents in NSW, ACT and even New Zealand seemed to work them out better than the Victorians did. I think this had something to do with the balances that were on offer for each scenario using the ABS. We of course did not factor these possible balances into our calculations, as we were not informed of what they were going to be. And IMO they were a reasonably well thought out set of balancing options in general. The results in the end certainly would support this view.

AGS Signals Officer's Report - Chris Harding

Welcome to the first issue for 2002, as discussed in the Special Edition last year we are hoping to be able to publish 5 times this year, with a tentative schedule of March, May, July, September and November. The issues are still planned for the Club meeting held in each of those months, namely the first Friday of the month.



Response to the Special Edition was certainly underwhelming, I think aside from a few comments at the Club meeting we received no other feedback on the format or content. Taking the optimistic viewpoint that says that no news is good news, I intend carrying on as outlined. This edition we are starting up a "Traders" area within the magazine, this is for people who wish to post wanted to sell or wanted to buy notices that pertain to wargaming in general and military books. I have no hard and fast guidelines, if you have something you want to put into this area, send it to me, if I think its appropriate I'll put it in. As there is no cost for this, if it doesn't make it in, then you've lost nothing. We also have a military quiz, I am hopefully of this becoming a regular feature. Answers will appear in the next edition. I had hoped to have a couple of scenarios for this issue, but I believe that all are still 'works in progress', I hope that next issue I may have at least one scenario for publication. (hint, hint). Crossfire is now on the web courtesy of Nigel 'NJ' Hickman and the URL is included elsewhere in this issue. That's all from me, I hope you enjoy this issue as much as the last one.

AGS Dispatches from the Frontline: The Adventures of Sgt. Rock in the 3rd Dimension – Bruce Probst

At the monthly Army Group South meeting I played AP4, "L'Abbaye Blanche". I took the US. Aside from being a generally fruity scenario to begin with, I was blessed with the sort of dice rolls you normally have to sell your soul to Satan to obtain. Nothing epitomised the event like the adventures of Rock, as chronicled below.

Rock was spawned from my Elite US HS. ("But there aren't any Elite HS in that scenario!" you may be wondering. Ho ho, not to begin with there weren't! A few 2MC results from passing SS squads soon fixed that, though.) As such things naturally progress, the same Elite HS, immediately after giving birth to Rock, rolled a Casualty MC on a NMC result, leaving their sole possession, a MMG, to fall into Rock's capable hands. That's OK; he's a Hero, and now it's Payback Time.

Clearly this worried the Germans. First they attempted to Assault Move a squad into a stone building location next to Rock. A few well-aimed economical bursts soon sent them running like the whipped curs they were. So the Germans pulled out the big guns, and sent one of their awesome SPW 251/9 hts to deal with the lanky Yank.

First Rock tried to outright kill the ht; alas, despite several well-aimed hits, the bullets kept bouncing off the titanium-reinforced hull. In desperation he fired a belt's worth of ammo at the ht driver; unfortunately the sole effect of this was to make the Nazi bastard tighten his helmet chinstrap.

[In game terms, the ht has spent about 6 MP in Rock's LOS, and every single MP expenditure has prompted First Fire MG attacks, a Subsequent First Fire MG attack and finally several Final Protective Fire MG attacks, all to no avail, barring a single "Pin" result.]

Rock grimaced. Clearly these square-heads were serious hombres. The Death Machine lumbered forward, firing round after round into Rock's position. He smirked as he chewed on his stogie, ignoring the blasts. [The ht's OVR has no effect whatsoever. As an interesting aside, did you know that an OT AFV with no usable MGs suffers no penalties for being Pinned when attacking via OVR?] They might be tough, but these Nazis can't shoot straight worth a damn. This will be easier than wrestling alligators, he thought.

Time to get unconventional; quickly pulling out his jock strap, he attached it to the end of the MG barrel and started using it to fling grenades into the open aperture of the Nazi Machine From Hell. Beginning to become perturbed by this Death-defying Defender of Democracy, the ht crew swung the vehicle around in a desperate bid to find somewhere safe to park where they could shoot at the American from what they thought was a safe distance. [Having survived the OVR, Rock's multiple FPF CC RF attacks on the ht begin to make it feel unwanted. It spins around a couple of hexsides and exits.]

The cowards were running away! Laughing maniacally, Rock wrapped his jocks around his head, reloaded the MG and just "floored" it. Suddenly, the Arcane Automaton swung around, it's deadly gun barrel aimed squarely at Rock's manly chest! [Having entered the next hex, the ht begins receiving more FPF abuse from Rock, continuing to fire the MG crazily. The ht turns 180 degrees, clearly intending to write Rock a Telegram of Doom in the next available Fire Phase.]

Rock finally blew the ht driver's head clean off with a burst of precision marksmanship. [Finally, after enduring something like a *dozen* FPF attacks of various forms from Rock and his MMG, the ht crew blows a MC on the last possible attack and is Stunned.] Coolly lighting up a new stogie, Rock placed the MG back on its tripod, set up a new belt of ammo and preceded to carefully aim at the engine block of the ht. It was only after pressing the trigger several times with no result that he realised the MG barrel had wilted like a young sapling in the Mohave desert heat. [In the immediately following PFPh, Rock fires the MG as ordnance at the adjacent, BU, stopped ht, and, naturally, rolls a 12 TH.]

God DAMN it! What sort of cheap crap were the army making their guns out of these days?! Then, out of the corner of his eye, Rock noticed his company commander, Captain Anonymous, making advancing motions towards the crippled chariot of chaos. Heh, thought Rock, the Captain may be a wuss, but he knows how to party. Time to make these krauts *really* sour. [The 9-land Rock advance into the BU, OT, stationary and completely-lacking-in-MGs ht location. That's 2 x SMC @ -1 leadership, -1 hero, -2 OT, -1 no usable MG. I'd call those acceptable odds.]

Rock calmly lobbed a jockstrap-bundled parcel of explosive joy into the top of the enemy engine of evil. For a moment nothing happened. Then a small hatch opened in the side of the Krautmobile and, to the astonishment of the two Americans, Rock's Jocks were hastily pushed out, got tangled up in the tracks, and the resulting blast caused nothing more than a wheel to fall off with a poignantly-empty "boink" noise. Then, all was quiet, except for the pitter-patter of various SS soldiers skipping hand-in-hand down the road. Grimly, the two Americans hunkered down by the side of the hedgerow. Clearly, it was going to be a long, long war.

[Yes, I rolled an "immobilise" result in CC, and so the two SMCs are now locked in Melee while the surviving SS units -- which weren't many! -- ran around them, heading for the board edge & SANCTUARY...] But I still won. Like I said, my dice were hot and the SS were not.]

CANCON 2002 – Chris Harding

Once again CANCON was held over the Australia Day long weekend and a number of AGS members made the journey north. It was not one of our more successful sorties north however I hope everyone enjoyed themselves. Anyway I've included the results.

Here they are (from the point-scoring summary sent round by Eric after the competition, with my addition of win-loss records):

Name	Home Town	Score	Win/Loss
1 Paul Seage	Sydney	59	5-0
2 David Longworth	Sydney	51	4-1
3 Steve Linton	Canberra	50	4-1
4 Darryl Lundy	New Zealand	48	4-1
5 Simon Mitchell	Sydney	38	3-2
6 Jamie Westlake	Melbourne	38	3-2
7 Bill Brodie	Canberra	37	3-2
8 David Bardi	Melbourne	36	3-2
9 David Wilson	New Zealand	33	3-2
10 David Bishop	Sydney	32	3-2
11 Steve Banham	Melbourne	32	3-2
12 Paul Haseler	Sydney	29	3-2
13 Richard Weiley	Sydney	27	2-3
14 Stephen Mugford	Canberra	25	2-3
15 Mark McGilchrist	Sydney	25	2-3
16 Neil Andrews	Melbourne	25	2-3
17 Alan Smee	Sydney	25	2-3
18 Andrew Rogers	Melbourne	25	2-3
19 Aaron Cleavin	New Zealand	24	2-3
20 Gordon McClelland	Sydney	22	2-3
21 Geoff Morris	Melbourne	13	1-4
22 Simon Spinetti	Canberra	12	1-4
23 Neil Moore	Sydney	11	1-4
24 Peter Manger	Canberra	0	0-5

I was Diced – Thoughts on Die by Fritz Tichy

Foreword

This is actually an e-mail that Fritz sent to the ASLML in November 2001, I thought it was a damn good response to an e-mail from a fellow lister whose AAR of a recently played game, discussed the 'luck' he was having. I had a couple of e-mails with Fritz and he gave his permission for me to use this article for Crossfire. - Chris Harding.

Peter Belford wrote.

This one took us all Friday night and went right down to the wire.

Kevin was a few CVP points shy from meeting the exit VP requirements. He had two turns to go, but had to ESB an afv to get him off in time. (I had no one left to stop him.) He wisely spread the ESB points needed evenly between the two turns. Made the first one, gacked the second. I won. Didn't deserve to, one bad roll gave the game to the Germans. "I won. Didn't deserve to, one bad roll gave the game to the Germans"

Fritz's response.

I often hear that: One bad DR gave one side the win. Is that really so? The DR that decides the last chance to win isn't the one that gives the win to one side. It is only the _final_ lock-to-doom event used by lady fortune to make you lose. You speak about he had to do ESB for two turns. So the thing could as well have been decided by the first DR. It focuses on what I call: Make the opponent take risks. This is what gives you the edge. There are a lot of variations in taking risks:

1) Greed to finish off your opponent. While it is of course the right method to trample an opponent while he is lying in the ground, I have seen/lost myself scenarios that were won, but I wanted to win them NOW, QUICK.

2) Risk because the gain seems to be greater than the risk. This is difficult and here good players have a big advantage in that they can better estimate what risk will bring what gain. Killerstacks are such a thing. There are times when they rule, but more often than not see them in unfitting situations - too many eggs in one basket. Or premature Human Waves/Banzai. Running forward although the smoke-screen action didn't go very well.

3) Risk because you are losing (or believing you are starting to lose). This is very psychological. We all know the effects. You have to take slight risks to stay on schedule. The 8ML squad breaks a NMC. S**t! Now you have to take a little bigger risk to catch up what you were behind *plus* what you lost because you had to take the risk before. But now the 9-1 led 838 is pinned and the tank cannot operate the smokepot correctly and the 467 is killed in CC because he was CX. Rats! Now you have to show that your cardboard guys have real guts.....

Ultimately, there will be one DR that is the final blow. The one that makes 100% sure that, no matter what additional risk you would take, you cannot even theoretically win the game anymore. It is correct that this DR decides the game, but not in that this DR is the deciding thing of something that is perfectly in balance at that time. It's just the final bill you have to pay for actions made before.

I think that good players can put psychological pressure on their opponents. To take risks, to lure them to take risks to gain big rewards etc. That is one thing that is great about ASL. To try to avoid that mental state, and to try to make the opponent to do the slighter worse decision. Fire or move? The big shot or two small ones? SMOKE or HE? Rout back or stay? Killstack or unit-carpet? CE or BU. More move (CX) or better capabilities later? Shot this unit with your HIPster or wait for the juicier target? IF or not? Fire or Move?

It might be that in Peter's game the last DR was the deciding factor, but most of the time it is the final vector composed of all those things that happened before.

(Editors comment: I will be happy to hear our club members' opinion on this subject.)

Crossfire Quiz (answers to be provided in the next edition)- Michael Colbert

1. Identify the type of aircraft that was produced in larger amounts than any other during the war.
 - a. Misubishi Zero
 - b. Messerschmidt BF 109E
 - c. Consolidated B-24 Liberator
 - d. Douglas DC-3 (including C-53 and C-47 versions)
2. Where did the largest tank battle in history take place?
 - a. Tunisia
 - b. Ardennes forest
 - c. Kursk
3. Which Allied general was code-named Duckpin?
 - a. Devers
 - b. Eisenhower
 - c. Truscott
4. Which American aircraft was known as the flying prostitute and why? It also had a second nick name, which was?
5. Who was Iva D'Aquino?
6. "Uncommon Valour was a common virtue" Who said it, where and when?
7. Who said: "War can only be abolished through war."
8. Name the three American beaches at Normandy on D-Day.
9. What was the first battle in the Pacific where the Japanese defended territory the Empire held prior to its conquests in World War II?
10. Identify the Norwegian whose name became a synonym for traitor.
11. Identify the two highest-ranking Axis officers captured in North Africa.

12. Name the Japanese Commander who defeated MacArthur in the Phillipines.
13. Who was the Ace of Aces among all combatant nations in the World War II?
14. What was the name of the airfield the U.S.Marines built on Guadalcanal during World War II?
15. Identify the two types of RAF aircraft credited with winning the Battle of Britain.
16. From which aircraft carrier did James Doolittle launch his historic raid on Tokyo?
17. Identify the only Russian battleship sunk in the war.
18. When was Rome liberated?
19. What was the date of Rudolf Hess's flight from Germany?
20. When did the 101st Airborne Division make its first combat jump?

Traders Corner

This area is for AGS members who wish to advertise any wargaming items or military books they wish to sell/purchase/trade.

Wanted to Buy:

Longest Day (AH), War Galley (GMT), Streets of Stalingrad (SPI), Highway to the Reich (SPI), Gulf Strike (VG), Campaign in North Africa (SPI), Bloody 110 (The Gamers), Black Sea/Black Death (Peoples Wargames), Art of Seige (SPI), Freedom of the Galaxy (SPI/AH), Invasion America (SPI), La Bataille de Auerstadt (COA), C3I Magazine 1,2,3 (GMT), Narvick (GDW), Their Finest Hour (GDW), Norway 1940 (Hobby Japan/Quarterdeck), Ironbottom Sound I (MiH), Panzergruppe Guderian (SPI/AH), Pas de Calais (Vanguard), Kursk [1980 Eric Goldberg] (SPI), Raiders and Traders (Choasim), Achtung Spitfire (COA), Battles for Italy (AH). Please contact Chris at topkat@jeack.com.au with the condition and asking price.

For Sale

Military books covering various periods. Most in gc, few in mint. If interested e-mail me for a listing and prices at mlcolbert@netc.net.au

Currently Posted to Army Group South

Name & Member No #

Bruce Probst	01	S. Banham	02	N. Andrews	03	C. Harding	04	A. Rogers	06
David Bardi	07	M. Colbert	08	P.Sommerville	09	Steve Oxley	10	J. Westlake	11
Joe Moro	12	Geoff Morris	13	Steve Lessing	14	Keith Gillie	15	Chris Betts	16
Chris Carson	18	Kirk Meyer	19	A. Millar	20	Tim Reade	21	John Sawyer	22
G.Stokes	23	Ron Trainer	24	D.Webster	25				

Could all those members who have not yet paid Neil Andrews please send their money as soon as possible so that we can keep the Club financial.

Club Meetings

Army Group South – meets monthly at the at the Ashburton Library 154 High Street Ashburton, Melbourne Victoria, from 1800 hours onwards. The Secretary usually sends out an e-mail the week prior notifying members of what the game(s) of the night will be, however, people who turn up are most welcome and every effort will be made to try and get these people involved in a game. So if you are interested in ASL and you are in the area, come along and meet the gang. Hope to see you there.